DISCOVER

LEGO® TOY: LOGAN WITH DOUBLE SCYTHE!

LEGO DREAMZZZ

LEGO® TOY: LOGAN

WITH GOLD DOUBLE SCYTHE

SUPER MIGHTY!

THE AMAZING POWERS OF DREAM WORLD DWELLERS

SURPRISE ATTACK!

Who can save the doom-domed realms?

JUNGLE FEVER!

AWESOME POSTERS!

EXCITING COMIC!

IMMEDIATE
DISCOVER: LEGO® DREAMZZZ
ISSUE 8 £4.99

Warning! Choking hazard. Small parts.
0-3
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GET READY TO ENTER THE
LEGO® DREAMZzz™ WORLD
ASTRID
SANDMAN
LOGAN
COOPER
NOVA
ZOEY
SNEAK
MR. OZ
Z-BLOB
MATEO
IZZIE
ALBERT
BERNIE
NIGHT TERRORS
NIGHTMARE KING
GRIMKEEPERS
SCAN TO WATCH DREAMZzz™ SERIES ONLINE
NIGHT HUNTER
SUSAN
SNIVEL
NEVER WITCH
MADTEO
DOOMBLOB
DOOPER
RAVENS
DOGAN
DIZZY

WE NEED YOU!

THE NIGHT BUREAU IS LOOKING FOR NEW DREAM CHASERS. SOLVE THE PUZZLES IN THE MAGAZINE, ENJOY THE COMIC ADVENTURE AND LEARN EVERYTHING YOU NEED TO KNOW TO BECOME AN AGENT OF THE NIGHT BUREAU!

CHECK OUT THESE AMAZING BEINGS AND CREATURES.

AWESOME MAGAZINE, ISN'T IT, ALBERT?

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ENJOYING THE MAGAZINE?

Have any **questions**, **requests** or **suggestions**? Then write to us – we would love to hear from you!

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Vineyard House, 44 Brook Green,
London W6 7BT

Or email us at
LEGO.DREAMZzz@immediate.co.uk

START

TO THE SHUTTLE!

Find the **way** through the **labyrinth** and lead Mr. Oz, Sneak and Albert to the **shuttle**!

Answers on page 34.

SHUTTLE

WHERE IS BERNIE?

The **little robo-helper** has crawled away. Find him in this **magazine** and enter the five **page numbers** here:

DREAM CRAFT

You'll find tasks throughout the magazine. They invite you to use your **LEGO® bricks** in a **creative** way. Unlock the power of your imagination and stop the nightmares!

I'LL DEFEAT THEM ALL, HAHAHA!

EPIC AERIAL DUEL IN THE COMIC

COMIC
PART 1

FURIOUS FLYERS!

The dream chasers are on patrol in Mr. Oz's Spacebus in the dream ether...

Story & Script: Jan Dinter
Illustrations: InkBubble Studios (Pencils & Inks: Virgilio D'Ambrosio, Colours: Marco Pelandra)

NOT BAD FOR YOUR FIRST FLYING LESSON, LOGAN! JUST HOLD THAT WHEEL STEADY NOW.

BUT IF WE'RE FLYING ***FULL THROTTLE***, WE NEED DYNAMIC STEERING!

PULL!

NOT SO FAST, LOGAN, OR WE MIGHT MISS SOMETHING ***IMPORTANT*** OUT THERE!

WHOOOOSH!

IF YOU SAY SO...

PUSH!

THAT'S MORE LIKE IT, LOGAN! NICE AND SLOW NOW. I THINK I'VE SPOTTED SOMETHING! THE NEVER WITCH'S ***MIDNIGHT RAVEN***!

HAHAHA!
FFRRZZZ!
FFRRZZZ!
FFRRZZZ!
FFRRZZZ!
THERE'S THE NEVER WITCH! AND IT LOOKS LIKE SHE'S TRYING TO DESTROY ANOTHER REALM!
COULD BE WORSE, BRO! I MEAN, THE REALM SEEMS RELATIVELY BORING, RIGHT?!
PULL!
NO, LOGAN! WE'VE GOTTA TURN AROUND! IF THE NEVER WITCH DOOM-DOMES YET ANOTHER REALM, THE WHOLE DREAM WORLD WILL GET EVEN SMALLER!
TOO LATE! SHE'S ALREADY FINISHED IT ...
GWOOO!
THAT WAS EASY! AND NOW ...
GWOOO!

YIKES! SHE DOOM-DOMED THE ENTIRE REALM SO SHE CAN STEAL IT!
HAHA!
ANOTHER ONE GONE FOREVER! SOON I'LL DESTROY ALL THE DREAM REALMS AND EVERYTHING WILL BE AS IT WAS BEFORE MY SISTER LEFT!
GWOOO!
GWOOO!
WE'VE GOTTA GET DOWN THERE — NOW!
I'M ALREADY ON IT!
TUG!
WHO KNOWS IF WE'LL EVER HAVE A BETTER OPPORTUNITY TO FREE THE DOOM-DOMED REALMS!
SHHIUUU!
SHHIUUU!

WE'VE ALMOST CAUGHT UP WITH THEM, BUT NOW WHAT?
NOW WE FIGHT BACK. WITH A BIT OF LUCK, WE CAN BOARD THE MIDNIGHT RAVEN AND FREE THE DOOM-DOMED REALMS.
FFFRUUU!
SHH!
INTO YOUR DREAM VEHICLES AND STOP THAT WITCH!
MATEO, THE SHUTTLE'S ALL YOURS!

CONTINUED ON PAGE 10

ADVERTISEMENT

LEGO NINJAGO
DRAGONS RISING

KAI WOULD SWING INTO ACTION

WHAT WOULD YOU DO?

DISCOVER MORE ON NINJAGO.COM

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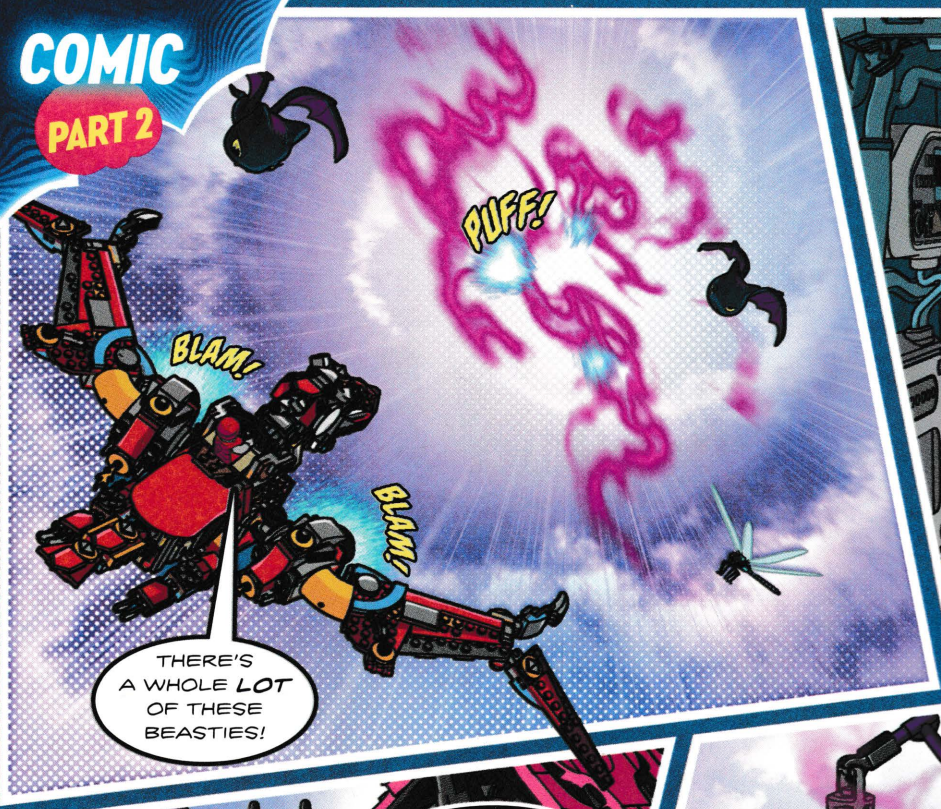
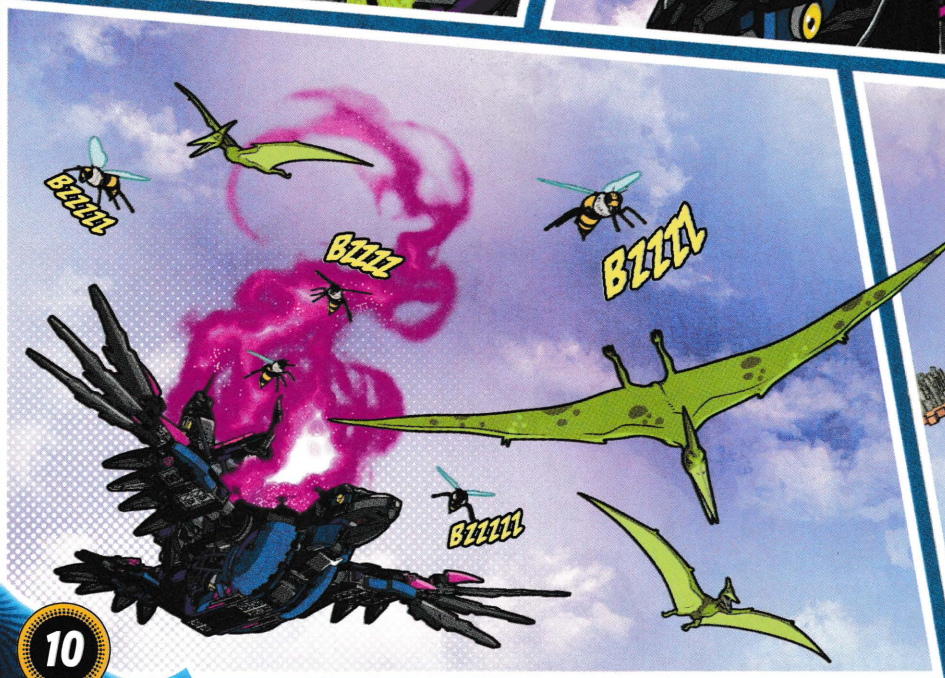
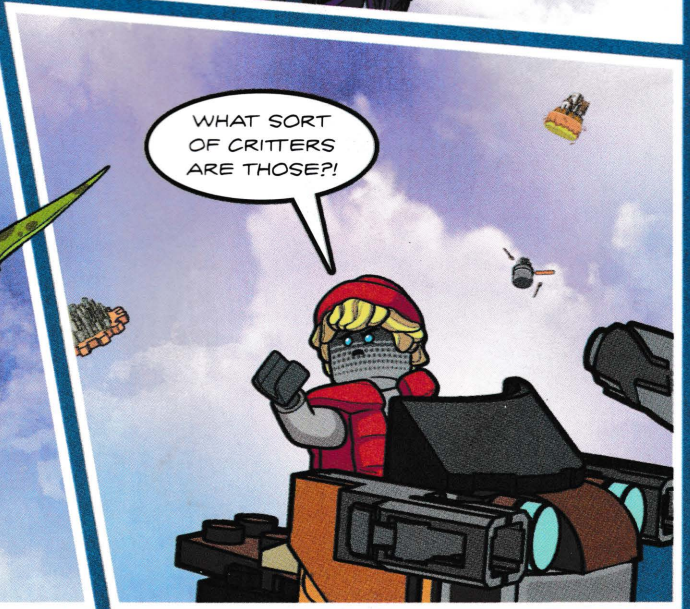

PUFF!
BLAM!
BLAM!
THERE'S A WHOLE LOT OF THESE BEASTIES!

DON'T GIVE UP! THEY'RE NOT AS STRONG AS THEY LOOK!

OH, DON'T YOU WORRY! THERE'S MORE WHERE THAT CAME FROM!
BOIL!
BUBBLE!

HIHIHIII!
SHWOOO!


BZZZZ
BZZZZ
BZZZZ
BZZZZ


WHAT SORT OF CRITTERS ARE THOSE?!

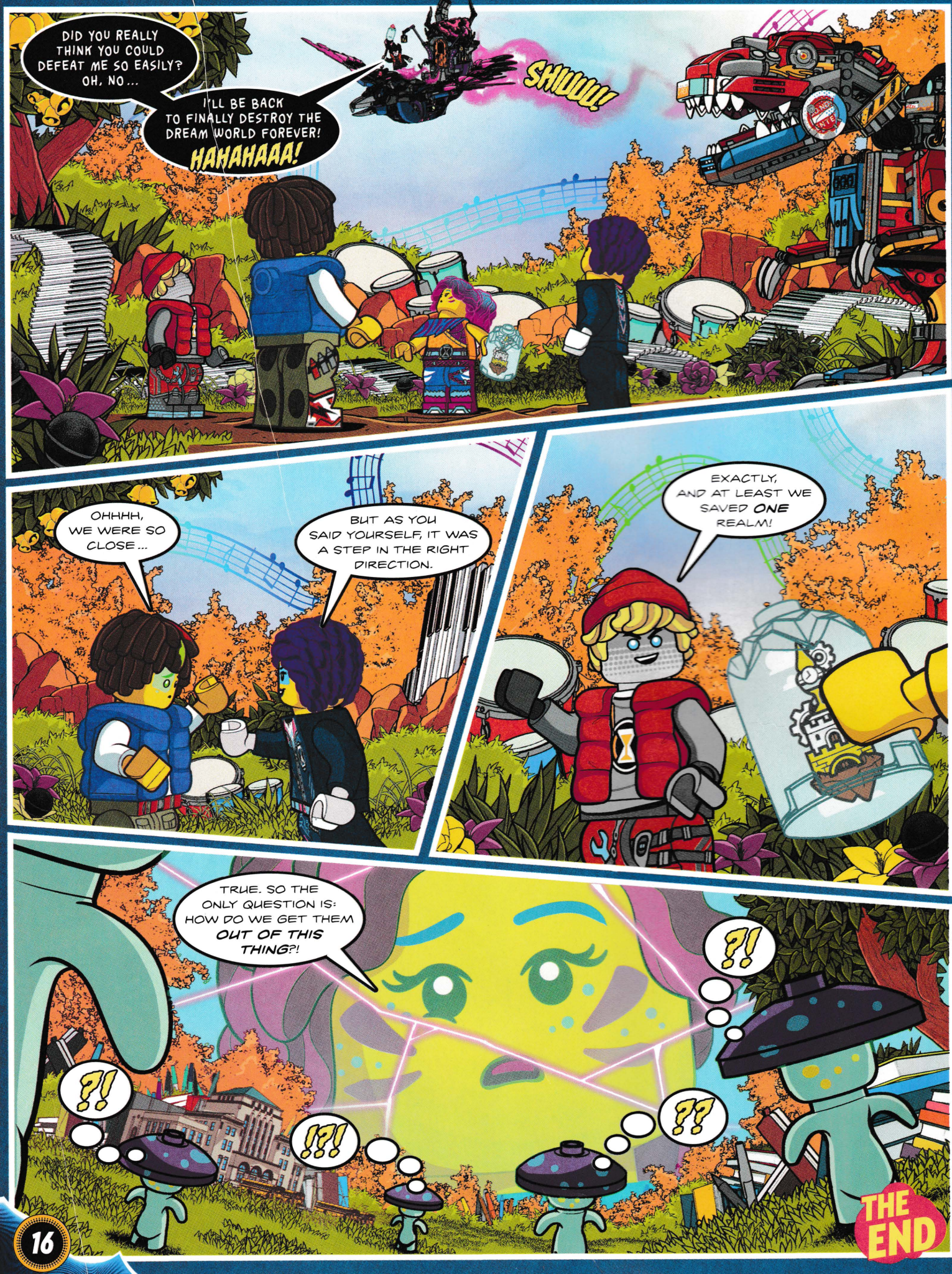
BZZZZ!
THE SORT OF CRITTERS I DON'T LIKE!
BZZZZ!
BZZZZ!
UH OH, NOT GOOD AT ALL!
BZZZZ!
PRICK!
BZZZZ!
PFFFFF!
OH NO! IT'S ALL DOWNHILL FROM HERE!
WAAAA!! HOW DARE YOU?
OUCH!
WHOOSH!!
PHEWWW!
THUD!
AWESOME!
GRAB!

HOLD ONTO THAT REALM, IZZIE! I'M COMING TO GET YOU!
SHRRIIUUU!
TAKE MY HAND!
I'M IN!
YOU MEDDLING CHILDREN...!
HOP!
NOW LET'S GET OUT OF HERE!
WAH!
NUDGE!
AAAAAH!

I WON'T LET HER GET AWAY THAT EASILY!
UFF!
BA-BAM!
WITHOUT THOSE LITTLE HELPERS FROM YOUR CAULDRON, YOU'RE PRETTY MUCH DEFENCELESS, HUH?!
PFAPP!
PFAPP!
NOT QUITE ...
WHO'S DEFENCELESS NOW?!
FRRZZZZ!
UH OH!!!

Suddenly...
NEED A HAND, COOP?
SHWWFFF!
NOW THIS IS WHAT I CALL A WITCH IN A DITCH!
SWFFFT!
SWEEET!
SWFFT!
YIKES!
KRCKS!
FRZZZT!
FRZZZT!
KRCKS!
SWIIISH!
SWIIISH!
SWIIISH!
SWIIISH!
SWIIISH!
NICE IDEA, ZOEY, BUT I ALREADY KNOW WHAT I HAVE TO DO!

HMMMRRRRR!
?!
BEHOLD MY MIGHTY COOPERSAURUS REX!
THAT'S WHAT I'D CALL A STEP IN THE RIGHT DIRECTION, COOP!
STOMP!
But then ...
HEY, THAT LOOKS LIKE THE BREW FROM THE NEVER WITCH'S CAULDRON!
BUT THAT MEANS ...
... IT WAS ONLY A DOPPELGANGER OF HER?!
THAT'S RIGHT, YOU FOOLS!


DID YOU REALLY THINK YOU COULD DEFEAT ME SO EASILY? OH, NO...
I'LL BE BACK TO FINALLY DESTROY THE DREAM WORLD FOREVER! HAHAHAAA!
SHUUU!
OHHHH, WE WERE SO CLOSE...
BUT AS YOU SAID YOURSELF, IT WAS A STEP IN THE RIGHT DIRECTION.
EXACTLY, AND AT LEAST WE SAVED ONE REALM!
TRUE. SO THE ONLY QUESTION IS: HOW DO WE GET THEM OUT OF THIS THING?!
?!
!?!
??
?!
THE END

WINGS OF POWER!

Mateo, Dogan and Logan want to be prepared for the next **aerial duel**. Grab your pencils or markers and draw **wings** they can use to defend themselves and defeat their enemies.

USE YOUR IMAGINATION TO DREAM CRAFT ME INCREDIBLE Z-BLOB WINGS THAT WILL HELP ME WARD OFF MY FOES. OF COURSE, THEY SHOULD BE GREEN AND WHITE.

MY WINGS? THE SCARIER THE BETTER! ABLE TO CUT DOWN BALLOONS AND BUSSES. GO FOR THE NEVER WITCH'S FAVOURITE COLOURS, BLACK AND PURPLE!

JUST GO WILD, BRO, AND TURN ME INTO A FLYING BEAST WITH RAZOR-SHARP CLAWS. IF YOU COULD USE BLUE, YELLOW OR RED ON MY WINGS, THAT WOULD BE SUPERCOOL.

ALL ABOUT LOGAN!

He's **athletic**, **musical** and **wild**. Build your own **Logan** and find out how he ticks and what makes him totally **unique**.

DJ, DANCER, ATHLETE!

When he's not exercising or saving the dream world, Logan works on new **beats**, new **music** and new **dance moves. Sneak** is his biggest fan!

He makes popular dance videos.

He loves being a star DJ.

His goal is to be the best.

LOGAN THE TRANSFORMER

Logan may not have an hourglass, but he doesn't need one. Instead, he uses his **powers** to **transform himself**. However, he needs to learn how to stay under control.

Logan first transformed into the ultra-agile Lo-Lo form.

In blue beast mode, Logan is his usual size and is incredibly strong!

The strongest and wildest form is the monstrous Pandamonium.

Photos: Stefan Heilemann

DREAM CRAFT

Want twice the action? Grab your **LEGO® bricks** and build a **giant double-hammer** for Logan.

1 HEAD – 2 FACES

CUT DOWN!

Help **Logan** save the **doom domed realms**. Mark only the **ropes** on which the **doppelgangers** are hanging!

FACTS

LOGAN, THE GO-GETTER!

Age: 13

Year: 8

Info: Impulsive, likes being the centre of attention, ambitious, loves music and video games

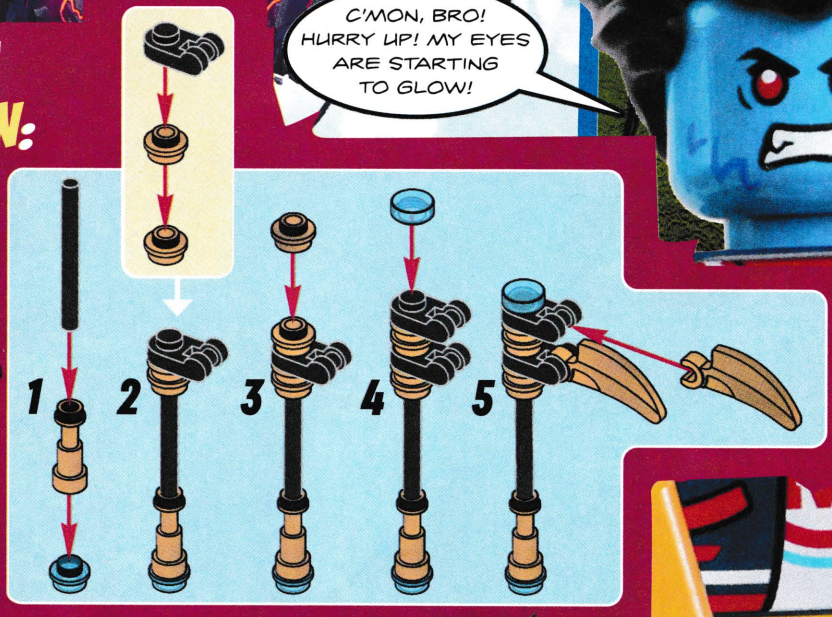
Dream crafting style: Athletic, competetive, beastly

Weaknesses: Lack of imagination, gets upset easily, impatient, unreasonable

Specialty: Beast out transformation

Answers page 34.

ASSEMBLE YOUR LOGAN:



Z-BLOBS AND DOOMBLOBS

GAME FOR 2 OR MORE PLAYERS

Be the first one to pass through the **jungle realm** and reach the **finish**.

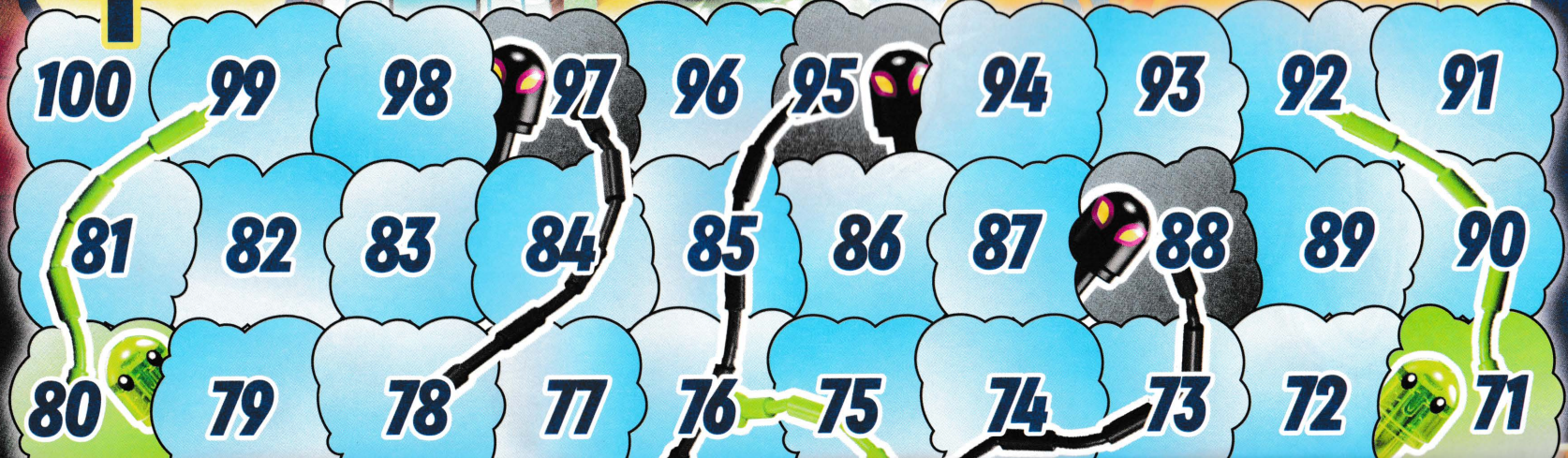
TURN THE PAGE!

WHAT YOU NEED:

- 1 dice
- Enough playing pieces

HOW TO PLAY:

- Each player gets one playing piece and places it on the **START** space.
- Each of the two **golden scythes** from your toy are placed on the **corresponding spaces**.
- Now each player **rolls the dice**. The player who rolls the **highest number** starts the game by moving the number of spaces shown on the dice.
- Play continues in a **clockwise** direction.
- A player landing on a space with **Z-Blob** may climb the **green liana** upwards. His or her turn ends there.
- A player who lands on a space with **Doomblob** slides down the **black liana**. His or her turn ends there.
- The **first** player to reach the **FINISH** is the **winner**.



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19
18
17
16
15
14
13
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11
1
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3
4
5
6
7
8
9
10
START
SUPER SCYTHE:
A player who lands on a space with a scythe may collect the scythe. The next time he or she lands on a Doomblob space, he/she can use use it to keep from sliding down the liana. After use, the scythe is placed back on the scythe space.
OFF YOU GO, DOPPELGANGERS. BRING ME THE LAST PLAYER TO REACH THE FINISH!
OK, GOTCHA BOSS!
UMM, GUYS? A BIT FASTER MAYBE?!

SET

1 THIEVES AT THE WORKSHOP!

Cooper is dream crafting powerful motors at his new **workshop**. When **Zoey** arrives to have a look at his creative chaos, the two of them fail to notice that their **evil doppelgangers** Doey and Dooper are sneaking up on them.

HEHEHE, THIS JOB'S A PIECE OF CAKE!

PSSST! THEY MIGHT HEAR US!

THINK MAYBE YOU'RE SPENDING TOO MUCH TIME WITH YOUR MACHINES?

HEY ZOEY, CHECK OUT THIS NEW TWO-PISTON BEAUTY!

HOW 'BOUT A SNACK?

SO MANY PARTS!

Help Cooper by **counting** the total number of each **part** in the **pile** in front of his workshop.

2 THE HUNT BEGINS!

The brazen **thieves** have snatched a dream crafted racer and one of the Never Witch's **ravens** has even stolen a doom **domed realm**. But Cooper and Zoey are on the ball and start off **in pursuit** of the intruders.

WAIT TILL YOU SEE THE SURPISE I'VE GOT IN STORE FOR THEM!

I'LL CATCH THEM ON MY BIKE!

CAWW!

DOES THIS MEAN I WON'T GET A SNACK?

BYE BYE, YOU DREAM LOSERS!

STEP ON IT, I'LL KEEP AN EYE ON THEM!

NO TRESPASSING!

How often do you see **signs** that say **"DO NOT ENTER"** on these two pages?

3 POWER OF THE PTERODACTYL!

Zoey is closing fast on her **bike** and Cooper has almost caught up to the wrongdoers aboard his **massive, dream crafted pterodactyl**.

MAKE WAY FOR THE DREAM WORLD'S MOST AWESOME BIRD!

SHHRIIIEEEK

WAAH! IT'S WINDY ALL OF A SUDDEN... AND LOOK AT THOSE CLAWS!

HEY, I'M HOT ON THEIR HEELS, TOO!

AN ARROW MIGHT SLOW THEM DOWN!

FASTER, THEY'RE CATCHING UP!

DREAM CRAFT

Grab your **LEGO® bricks** and build a **cool vehicle** you can use to chase the crooks!

DYNAMIC DINOSAURS

Dastardly doppelgangers have robbed the dream chasers! But never fear – the **cool pterodactyl** and **mighty C-Rex** will help the dream chasers track them down ...

OPEN FILE

SET DATA:

Set No.: 71484
Height: 18 cm
Minifigures:
4 minifigures + Sneak + raven
2 assembly options

917 LEGO® PIECES

4 STOPPED BY THE C-REX!

Cooper has used his dream crafting powers to transform the pterodactyl into his **colossal C-Rex** and has stopped the shameless doppelgangers **in their path**. With Zoey and Sneak right behind him, Dooper, Doey and the raven have no choice but to **flee**.

Answers on page 34.

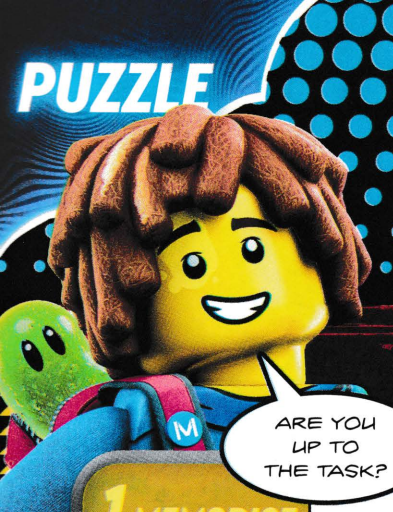
WE'RE INCLUDED:

COOPER ZOEY DOOPER DOEY SNEAK

TRAINING FOR DREAM CHASERS

PART 1 OF 2

Inspiration, **creativity** and **focus** are the three pillars of **dream crafting**! In order to stay stronger than their sinister adversaries, dream chasers practise their skills by completing **tasks** like the ones below.



1 MEMORISE THE COLOURS

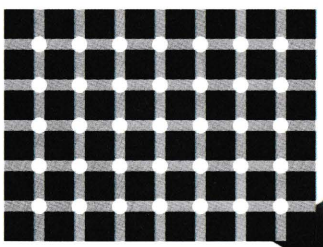
Look at the **flasks** for 30 seconds, focusing on the **numbers** and **colours**. With colouring pens in hand, go to page 31.

2 DREAM ISLAND DUOS

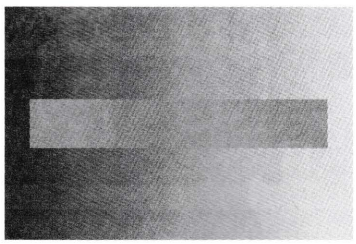
Take 30 seconds to memorise which figures have landed **together** on each **island**. Then grab a pen and turn to page 31.

THE NEVER WITCH'S ILLUSIONS!

ARE THE DOTS BETWEEN THE SQUARES WHITE OR BLACK?



IS THE BAR IN THE MIDDLE DARKER ON THE LEFT OR RIGHT?



3 FAST AND BLUE

Take a minute to focus on **Zoey's bike** and memorise every **detail**. Then find a pen or pencil and turn to page 31.

PART 2 IS ON PAGE 31

PSSSST! DON'T TELL ANYONE!

SECRETS FROM THE NIGHT BUREAU!

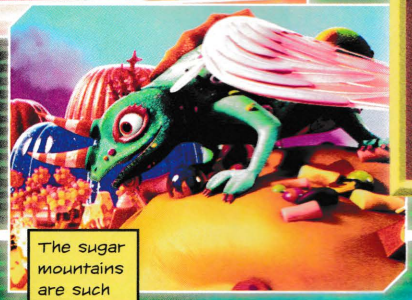
FILE NO.8

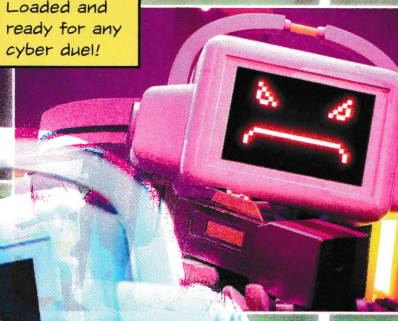
FACTS

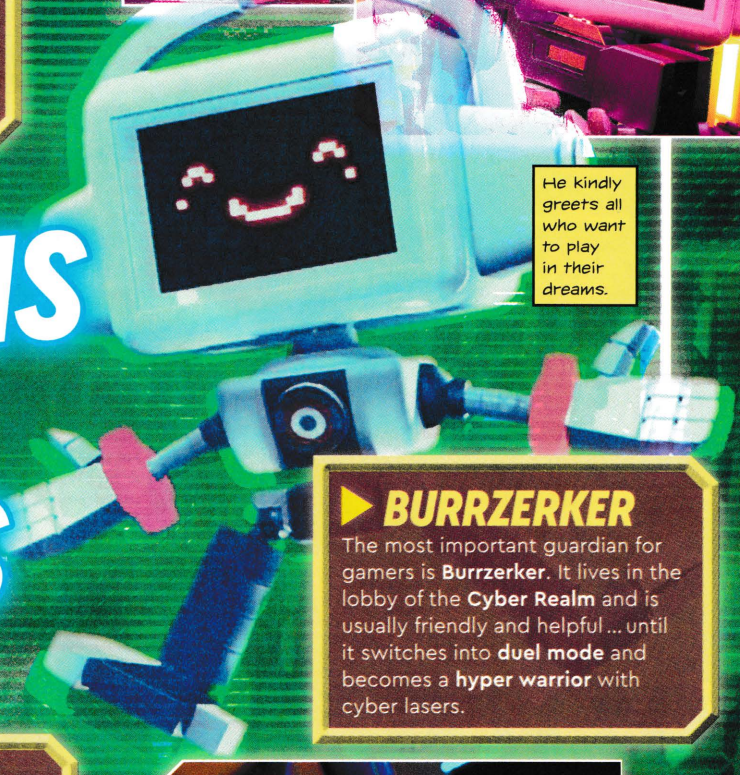
LEARN INSIDE INFORMATION FROM THE NIGHT BUREAU FILES FROM TEACHER AND DREAM CHASER MR. OZ.

THE CANDY CHAMELEON

This mighty dream creature, which appears to be made completely of sugar, is as big as a mountain. As the **guardian of the Candy Realm,** the **chameleon** watches over jelly mountains, candy cane forests and all the dreamers dreaming of tasty treats.







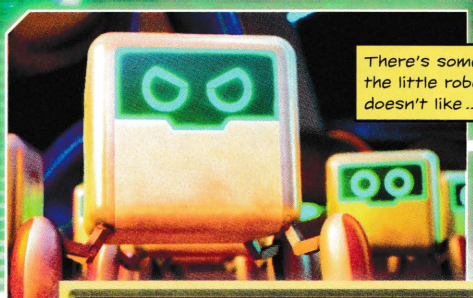
GUARDIANS AND DREAM CREATURES

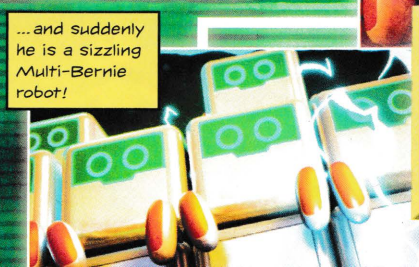
BURRZERKER

The most important guardian for gamers is **Burrzerker**. It lives in the lobby of the **Cyber Realm** and is usually friendly and helpful ... until it switches into **duel mode** and becomes a **hyper warrior** with cyber lasers.

THE ALIEN OF DURALUMINA

This **purple creature** spends most of its time hibernating inside a giant egg. If the **Dunes of Duralumina** are attacked, however, the guardian awakes and uses its **long tentacles** to defend the realm.





BERNIE THE ROBOT

Like the purple alien guardian, **Bernie** comes from **Duralumina**. He's usually a cute little companion, but sometimes he **replicates** and turns into an **ultra-powerful machine**.

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When he invites animals and dream chasers to dinner, they come.

Don't make him angry, he has a really bad temper!

KING OF THE CREATURES

The **King of the Creatures** is not a true guardian but still **very strong**. Using the **Crown of Control**, he rules over the dream animals of Wildoria and there seems to be **no way to stop him**. In reality, he is nothing more than a normal dreamer.

Giant turtles obey his commands.

Atop giant birds, he becomes the king of the skies.

SCAN TO WATCH DREAMZzz™ SERIES ONLINE

Zoey's gold stop watch originated with the Gnorfs.

Dream Chasers have sought the Gnorfs' advice for many years.

THE SANDMAN

Every child has heard of the legendary Sandman. Nobody can say if he is really the guardian of the **Murky Realm**, but his **abilities** and his **strength** are known throughout the entire dream world.

No one in the dream world can use dream sand like he can.

THE GNORFS

The Gnorfs possess a **special power** they can use to influence the fate of the entire dream world. They can 'make' and 'unmake' **magical objects**, but only once. They reside in the **Fantasy Realm**.

The statue of dream chaser Shin protects a powerful artefact.

LITTLE HELPERS

The **dreamlings** are the heart and soul of the dream world. The little mushroom-like creatures can be found **in almost every realm** and help out wherever they can.

When they're happy, they do a shaky little dance.

THE CHEEKY DREAMLINGS LOOK AFTER OTHER CREATURES.

They often meet in little groups to discuss their curious plans.

If something doesn't suit them, they can get pretty nasty.

TRAINING FOR DREAM CHASERS

PART 2 OF 2

PUZZLE

Have you studied all the **pictures** and **puzzles** on page 28? Did you **memorise what you saw**? If so, test your **dream crafting skills** by completing the tasks on this page.

1 COLOUR THE FLASKS

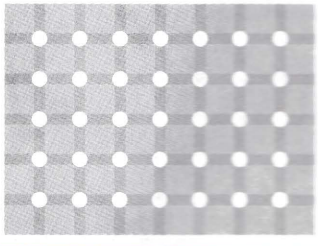
Remember page 28? **Colour** these flasks in **exactly the same colours** or write the name of the **correct colours** below them. Then compare your colours to those on page 28.

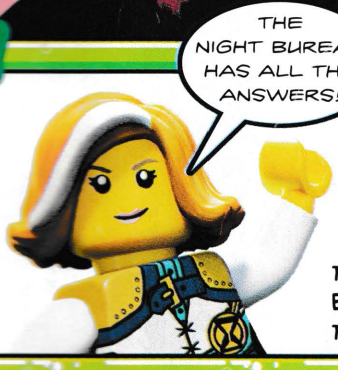
2 WHO GOES WITH WHOM?

On page 28, each island had a pair of figures on it. Put the same **pairs** together again by connecting the **figures** below. Then check it against page 28.

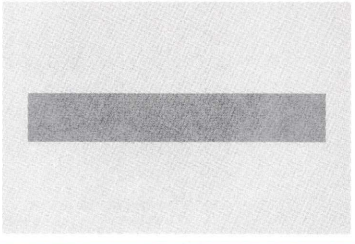
ILLUSIONS REVEALED!

THE DOTS ARE WHITE, BUT APPEAR TO BE BLACK IF YOU DON'T LOOK CLOSELY.





THE BAR IS EVENLY DARK THROUGHOUT.



3 TRUE BLUE?

Did you carefully study Zoey's bike on page 28? Then look closely at the picture on the right and mark the **five mistakes** not found in the original.

Answers on page 34.

Z-BLOB

Dream world hero Z-Blob is always in demand. His team needs him and you can help him by solving these **puzzles**.

Answers on page 34.

HEY BUD, YOU'RE THE BEST. I KNOW YOU CAN DO IT!

?

!!!

C'MON BLOB MASTER, CATCH THAT GRIMSPAWN MOB!

1 DANGER AT THE DOOR!

Help Z-Blob-Mech by marking all the **baddies** you see beyond the **open dream portal**. Then enter the **total** for each one in the boxes on the right.

BADDIES:

TO THE RESCUE!

2 LABYRINTH EMERGENCY!

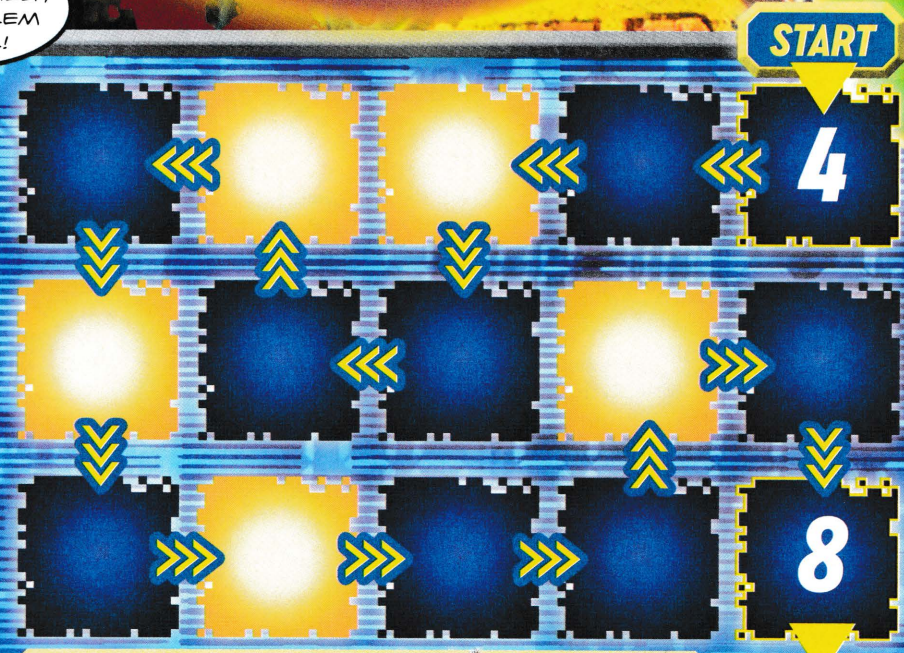
Show Z-Blob the **path leading to the centre** of the labyrinth so he can save **Jayden** from the **giant spider! Count up** the little spiders he defeats along the way!

BONUS MISSION

Number of spiders along the way: ☐

3 CYBER REALM ESCAPE!

Nova is stuck inside a **cyber game**. Use your **maths skills** to show her and Z-Blob the way out. You **start** with a **value of 4** and must **finish** at **8**. Enter the correct **calculation steps** (see box on the right) in the illuminated spaces.



+6	-2	-1	+4	+2	-3

Tip: Some elements must be turned and one of them is not needed.

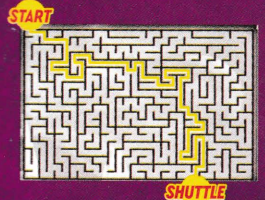
PREVIEW

MORE DREAM POWER IN THE NEXT ISSUE!

COOPER + GIGA-SHOOTER

ANSWERS:

PAGE 3
TO THE SHUTTLE!
Yellow line

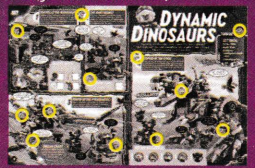


WHERE IS BERNIE?
Pages 22, 25, 28, 29, 33

PAGE 23
CUT DOWN!
Rope A: Dogan
Rope B: MadTeo
Rope F: Dizzie

PAGE 26
SO MANY PARTS!

NO TRESPASSING!
12 (yellow circles)



PAGE 31
TRUE BLUE?
5 mistakes (red circles)

PAGE 32
DANGER AT THE DOOR!

LABYRINTH EMERGENCY!
Red line;
Bonus Mission: 9

CYBER REALM ESCAPE!

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Blue Ocean

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